

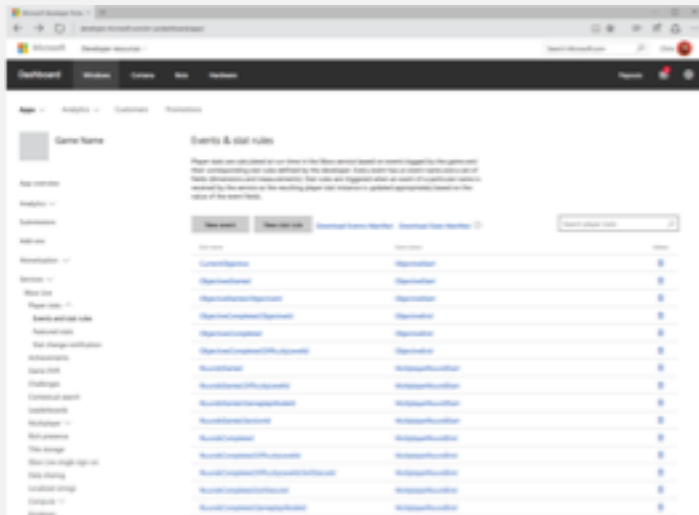
Events and Stats (2013) in UDC

Target release date: 1706

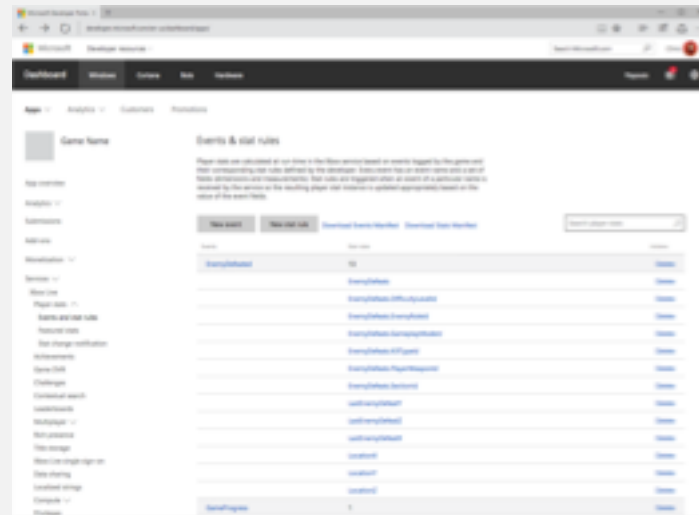
Overview

We prototyped 3 design approaches to the Events and stats (2013) experience to test which would resonate with users most.

1. The first approach mirrored the experience that exists in the Dev Center today for the Stats (2015) model and simply laid out all stat rules in rows with their associated events called out as metadata in a column.
2. The second approach places all events and stat rules in the same table and grouped the stat rules by event so that events were visually parent to the stat rules.
3. The third approach mirrored exactly what users of XDP see today.



Approach 1 – mirrors 2015 stats



Approach 2 – new approach that grouped stat rules by Events



Approach 3 – mirrors experience in XDP

Approach 1 – Mirrors 2015 stats

User sees table with all stats created, event name and option to delete.

Microsoft Developer Portal

developer.microsoft.com/en-us/dashboard/apps/

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Payouts

Apps Analytics Customers Promotions

Game Name

Events & stat rules

Player stats are calculated at run-time in the Xbox service based on events logged by the game and their corresponding stat rules defined by the developer. Every event has an event name and a set of fields (dimensions and measurements). Stat rules are triggered when an event of a particular name is received by the service so the resulting player stat instance is updated appropriately based on the value of the event fields.

New event New stat rule Download Events Manifest Download Stats Manifest

Search player stats

Stat name	Event name	Delete
CurrentObjective	ObjectiveStart	
ObjectivesStarted	ObjectiveStart	
ObjectiveStarted.ObjectiveId	ObjectiveStart	
ObjectiveCompleted.ObjectiveId	ObjectiveEnd	
ObjectivesCompleted	ObjectiveEnd	
ObjectivesCompleted.DifficultyLevelId	ObjectiveEnd	
RoundsStarted	MultiplayerRoundStart	
RoundsStarted.DifficultyLevelId	MultiplayerRoundStart	
RoundsStarted.GameplayModelId	MultiplayerRoundStart	
RoundsStarted.SectionId	MultiplayerRoundStart	
RoundsCompleted	MultiplayerRoundEnd	
RoundsCompleted.DifficultyLevelId	MultiplayerRoundEnd	

App overview

Analytics

Submissions

Add-ons

Monetization

Services

Xbox Live

Player stats

Events and stat rules

Featured stats

Stat change notification

Achievements

Game DVR

Challenges

Contextual search

Leaderboards

Multiplayer

Rich presence

Title storage

Xbox Live single sign-on

User can click on a stat rule and will see a modal appear to edit.

The screenshot shows the Microsoft Developer Portal interface. The main heading is "Events & stat rules". Below the heading, there is a descriptive paragraph: "Player stats are calculated at run-time in the Xbox service based on events logged by the game and their corresponding stat rules defined by the developer. Every event has an event name and a set of fields (dimensions and measurements). Stat rules are triggered when an event of a particular name is received by the service. The value of the event is used to calculate the stat value based on the value of the event." Below this text is a table with columns for "Stat name" and "Actions". The table lists several stat rules, including "CurrentObject", "EnemyDefeat", "GameProgress", and "ItemsAcquired".

An "Add new event" modal is open in the foreground. It contains the following fields and options:

- Event name
- Description
- Event Fields table:

Field	Data Type	Set Name
UserId	UnicodeS...	
PlayerSessionId	GUID	
SectionID	Int32	
RoleId	GUID	

At the bottom of the modal, there is a "+ Add event field" link and two buttons: "Add event" (highlighted with a mouse cursor) and "Cancel".

User can click on an event to edit it and a modal will appear (next slide).

Microsoft Developer Portal

developer.microsoft.com/en-us/dashboard/apps/

Microsoft Developer resources

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Game Name

Events & stat rules

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New event New stat rule Download Events Manifest Download Stats Manifest

Search player stats

Stat name	Event name	Delete
CurrentObjective	ObjectiveStart	
ObjectivesStarted	ObjectiveStart	
ObjectiveStarted.ObjectiveId	ObjectiveStart	
ObjectiveCompleted.ObjectiveId	ObjectiveEnd	
ObjectivesCompleted	ObjectiveEnd	
ObjectivesCompleted.DifficultyLevelId	ObjectiveEnd	
RoundsStarted	MultiplayerRoundStart	
RoundsStarted.DifficultyLevelId	MultiplayerRoundStart	
RoundsStarted.GameplayModelId	MultiplayerRoundStart	
RoundsStarted.SectionId	MultiplayerRoundStart	
RoundsCompleted	MultiplayerRoundEnd	
RoundsCompleted.DifficultyLevelId	MultiplayerRoundEnd	

User can edit or opt to delete the event which will trigger a confirmation modal (next slide) to appear in order to communicate to the user the consequence of deleting.

The screenshot shows the Microsoft Developer Portal interface with an 'Edit event' modal dialog open. The modal contains the following elements:

- Event name**: A text input field.
- Description**: A text area.
- Event Fields**: A table with columns for Field, Data Type, and Set Name.
- Buttons**: 'Save event' (highlighted in blue) and 'Cancel'.

The background shows a table of event fields with the following data:

Field	Data Type	Set Name
userid	UnicodeS...	
PlayerSessionId	GUID	
SectionID	Int32	
RoleId	GUID	
+ Add event field		
Delete event		
GameProgress	GameProgress	Delete
ItemsAcquired	ItemAcquired	Delete
ItemsAcquired.ItemId	ItemAcquired	Delete
ItemsAcquired.SectionId	ItemAcquired	Delete

User can edit or opt to delete the event which will trigger a confirmation modal (next slide) to appear in order to communicate to the user the consequence of deleting.

The screenshot shows the Microsoft Developer Portal interface. The browser address bar displays `developer.microsoft.com/en-us/dashboard/apps/`. The page title is "Events & stat rules". A sidebar on the left contains navigation items: "Game Name", "App overview", "Analytics", "Submissions", "Add-ons", "Monetization", "Services", "Xbox Live", "Player stats", "Events and stat rules", "Featured stats", "Stat change notification", "Achievements", "Game DVR", "Challenges", "Contextual search", "Leaderboards", "Multiplayer", "Rich presence", "Title storage", and "Xbox Live single sign-on".

The main content area features a "New event" button and a table of "Stat Rule(s)". A confirmation modal titled "Delete event" is overlaid on the table. The modal text reads: "Deletion of this item cannot be undone. Are you sure you want to permanently delete this item?" and "Deleting this item will result in deleting the following items:". The modal lists the following stat rules: EnemyDefeats, EnemyDefeats.DifficultyLevelId, EnemyDefeats.EnemyRoleId, EnemyDefeats.GameplayModelId, EnemyDefeats.KillTypeId, EnemyDefeats.PlayerWeaponId, EnemyDefeats.SectionId, LastEnemyDefeatY, LastEnemyDefeatZ, LastEnemyDefeatX, LocationX, LocationY, and LocationZ. At the bottom of the modal are "Delete event" and "Cancel" buttons.

Stat name	Stat Rule(s)	Actions
CurrentObj...	EnemyDefeats	Delete
EnemyDefea...	EnemyDefeats.DifficultyLevelId	Delete
EnemyDefea...	EnemyDefeats.EnemyRoleId	Delete
EnemyDefea...	EnemyDefeats.GameplayModelId	Delete
EnemyDefea...	EnemyDefeats.KillTypeId	Delete
EnemyDefea...	EnemyDefeats.PlayerWeaponId	Delete
EnemyDefea...	EnemyDefeats.SectionId	Delete
EnemyDefea...	LastEnemyDefeatY	Delete
EnemyDefea...	LastEnemyDefeatZ	Delete
EnemyDefea...	LastEnemyDefeatX	Delete
EnemyDefea...	LocationX	Delete
EnemyDefea...	LocationY	Delete
EnemyDefea...	LocationZ	Delete
GameProgre...	GameProgre...	Delete
ItemsAcquire...	ItemAcquired	Delete
ItemsAcquire...	ItemAcquired	Delete
ItemsAcquire...	ItemAcquired	Delete

User can click on delete to delete a stat rule and a confirmation modal will appear (next slide).

Microsoft Developer Portal

developer.microsoft.com/en-us/dashboard/apps/

Microsoft Developer resources

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Apps Analytics Customers Promotions

Game Name

Events & stat rules

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New event New stat rule Download Events Manifest Download Stats Manifest

Search player stats

Stat name	Event name	Actions
CurrentObjective	ObjectiveStart	Delete
EnemyDefeats	EnemyDefeated	Delete
EnemyDefeats.DifficultyLevelId	EnemyDefeated	Delete
EnemyDefeats.EnemyRoleId	EnemyDefeated	Delete
EnemyDefeats.GameplayModelId	EnemyDefeated	Delete
EnemyDefeats.KillTypeId	EnemyDefeated	Delete
EnemyDefeats.PlayerWeaponId	EnemyDefeated	Delete
EnemyDefeats.SectionId	EnemyDefeated	Delete
GameProgress	GameProgress	Delete
ItemsAcquired	ItemAcquired	Delete
ItemsAcquired.ItemId	ItemAcquired	Delete
ItemsAcquired.SectionId	ItemAcquired	Delete

User can edit or opt to delete the event which will trigger a confirmation modal (next slide) to appear in order to communicate to the user the consequence of deleting.

The screenshot shows the Microsoft Developer Portal interface. The browser address bar displays `developer.microsoft.com/en-us/dashboard/apps/`. The page title is "Events & stat rules". A sidebar on the left contains navigation items: Apps, Analytics, Customers, Promotions, App overview, Analytics, Submissions, Add-ons, Monetization, Services, Xbox Live, Player stats, Events and stat rules (selected), Featured stats, Stat change notification, Achievements, Game DVR, Challenges, Contextual search, Leaderboards, Multiplayer, Rich presence, Title storage, and Xbox Live single sign-on. The main content area includes a "Game Name" placeholder, a descriptive paragraph about player stats, and a table of stat rules. A modal dialog titled "Delete stat rule" is overlaid on the table, asking for confirmation to delete a selected item. The modal contains a "Delete" button and a "Cancel" button.

Microsoft Developer Portal

developer.microsoft.com/en-us/dashboard/apps/

Microsoft Developer resources

Dashboard Windows Cortana Bots Hardware

Apps Analytics Customers Promotions

Game Name

Events & stat rules

Player stats are calculated at run-time in the Xbox service based on events logged by the game and their corresponding stat rules defined by the developer. Every event has an event name and a set of fields (dimensions and measurements). Stat rules are triggered when an event of a particular name is received by the service so the resulting player stat instance is updated appropriately based on the value of the event fields.

New event

Search player stats

Stat name	Event name	Actions
CurrentObject		Delete
EnemyDefeat		Delete
EnemyDefeat		Delete
EnemyDefeats.EnemyRoleId	EnemyDefeated	Delete
EnemyDefeats.GameplayModelId	EnemyDefeated	Delete
EnemyDefeats.KillTypeId	EnemyDefeated	Delete
EnemyDefeats.PlayerWeaponId	EnemyDefeated	Delete
EnemyDefeats.SectionId	EnemyDefeated	Delete
GameProgress	GameProgress	Delete
ItemsAcquired	ItemAcquired	Delete
ItemsAcquired.ItemId	ItemAcquired	Delete
ItemsAcquired.SectionId	ItemAcquired	Delete

Delete stat rule

Deletion of this item cannot be undone. Are you sure you want to permanently delete this item?

Delete Cancel

Approach 2 – New approach grouping stat rules by Events

UI would work same as in approach 1, only real difference being that you would trigger that delete event modal by clicking delete on the Event header row.

Microsoft Developer Portal

developer.microsoft.com/en-us/dashboard/apps/

Microsoft Developer resources

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Apps Analytics Customers Promotions

Game Name

Events & stat rules

Player stats are calculated at run-time in the Xbox service based on events logged by the game and their corresponding stat rules defined by the developer. Every event has an event name and a set of fields (dimensions and measurements). Stat rules are triggered when an event of a particular name is received by the service so the resulting player stat instance is updated appropriately based on the value of the event fields.

New event New stat rule Download Events Manifest Download Stats Manifest Search player stats

Events	Stat rules	Actions
EnemyDefeated	13	Delete
	EnemyDefeats	Delete
	EnemyDefeats.DifficultyLevelId	Delete
	EnemyDefeats.EnemyRoleId	Delete
	EnemyDefeats.GameplayModelId	Delete
	EnemyDefeats.KillTypeId	Delete
	EnemyDefeats.PlayerWeaponId	Delete
	EnemyDefeats.SectionId	Delete
	LastEnemyDefeatY	Delete
	LastEnemyDefeatZ	Delete
	LastEnemyDefeatX	Delete
	LocationX	Delete

Approach 3 – Mirrors experience in XDP

For the most part, UI would essentially work the same as it does in XDP today. No notable difference, except added a search box which would reduce the events down to either any events containing the search term or rules within the event containing the search term (search functionality not prototyped).

The screenshot shows the Microsoft Developer Portal interface for an application named "Game Name". The page is titled "Events & stat rules" and includes a search box in the top right corner. The main content area is divided into two sections: "Events" and "Stat rules".

Events

When a player acquires a weapon, that acquisition is an event; and when the player defeats an enemy by using that weapon, that defeat is another event. Anything that happens during play, and that can be captured, can be an event.

[New event](#) [Download Events Manifest](#)

Event Name	Action
EnemyDefeated	Delete
GameProgress	Delete
ItemAcquired	Delete
ItemUsed	Delete
MediaUsage	Delete
MultiplayerRoundEnd	Delete
MultiplayerRoundStart	Delete
ObjectiveEnd	Delete
ObjectiveStart	Delete
PageAction	Delete

Stat rules

Stat rules are triggered when an event of a particular name is received by the Data Platform service. Individual stat rules can be configured to produce either a single stat instance, or multiple stat instances based on a stat rule.

[New stat rule](#) [Download Stats Manifest](#)

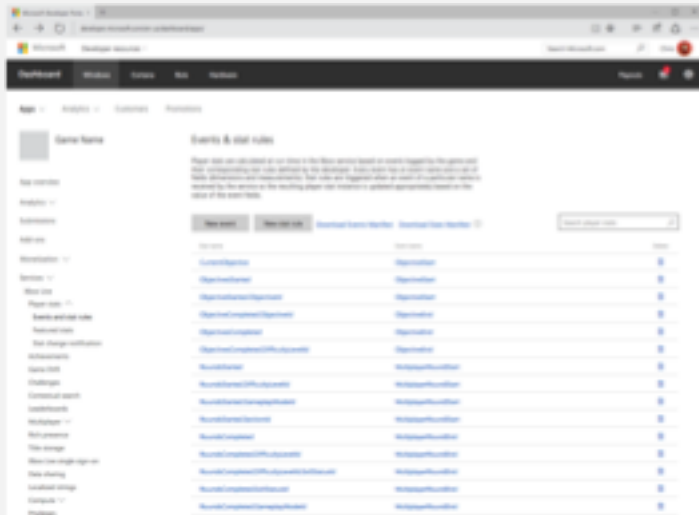
Showing stats for: GameProgress

Stat Name	Actions
GameProgress	Delete

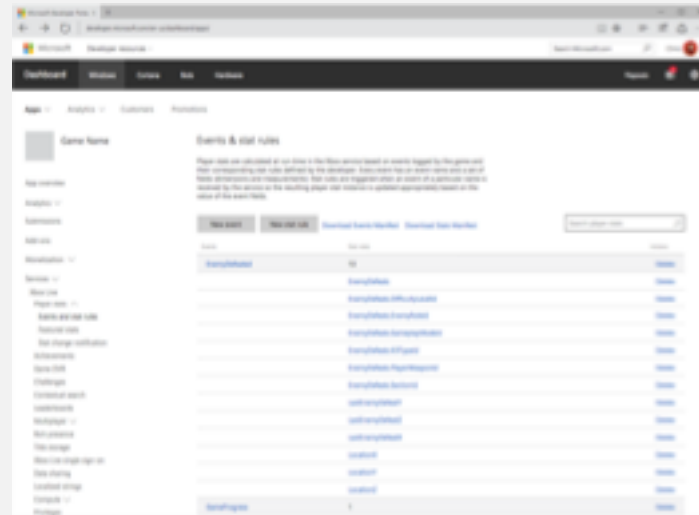
Usability Findings

Overview

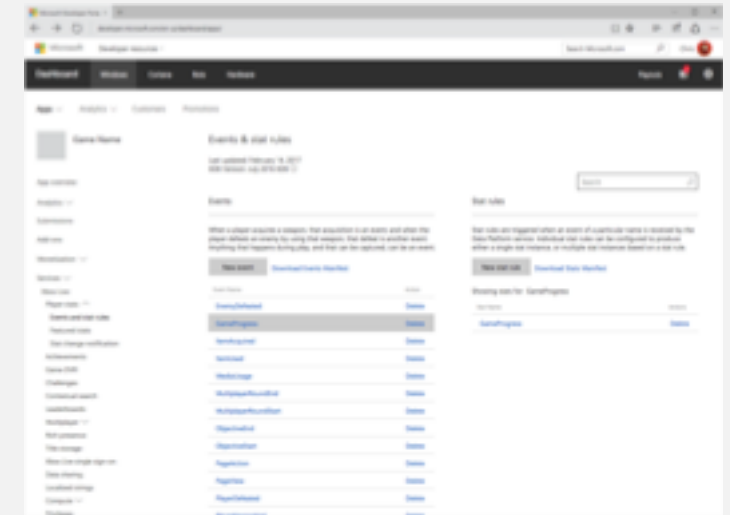
With these 3 design approaches, we wanted to evaluate the overall usability of each one and determine which approach would be most preferred by our users. In order to do this, we had 3 users of the current 2013 Events and stats system in XDP share their thoughts on the existing platform and perform basic key tasks using the 3 prototyped designs.



Approach 1 – mirrors 2015 stats



Approach 2 – new approach that grouped stat rules by Events



Approach 3 – mirrors experience in XDP

Users

Tested our 3 design approaches with 3 users at Turn10 Studios, each representing varying degrees of technical ability and familiarity with the existing XDP Events and stats system. The 3 designs were presented to each of these 3 users in a different order to eliminate bias.

User 1

Role: Multiplayer Architect

XDP Experience: Built stats and events for Forza
Motorsport (FM) 5 & 6

Presentation order: Approach 1, 2, 3

Technical level: 10/10

User 2

Role: Gameplay Dev Lead

XDP Experience: Configured all achievements for FM6
NASCAR expansion

Presentation order: Approach 2, 3, 1

Technical level: 10/10

User 3

Role: Release Manager

XDP Experience: Regularly configures achievements, but
mostly strings and images

Presentation order: Approach 3, 1, 2

Technical level: 6/10

Insights into current XDP experience

When asked what users liked and disliked about the existing XDP experience, all users expressed the system didn't effectively display all their data, was error prone, and did not communicate status clearly enough. Some also expressed a strong desire for partial publishing, bulk uploading, and editing events/rules inline to better streamline workflow.

User 1

- Likes:
- Easy to know which sandbox editing
- Dislikes:
- Hard to see data is across the board
 - Normal usage pattern: makes stats and events super-fast then there is the debug mode after, so wish could bulk upload (or raw text + validation) and edit inline to speed up workflow
 - Error prone (easy to delete or change something that impacts game elsewhere without realizing.)
 - Status is not clearly communicated (if make a change, not sure if truly committed until a half hour later when can see live).
 - Human intensive
 - Not intuitive

User 2

- Likes:
- Like that the UI exists
 - Saves work when it comes to tracking
 - Like the "header" (manifest) being auto generated
- Dislikes:
- Hard to see data is across the board
 - Error prone - easy to change ID (breaks achievements elsewhere)
 - Very trial and error – no way to debug
 - No partial publishing
 - No way to silo access to just, e.g., Achievements, so we worry about interfering with other's work
 - Can't remove fields (from templates)
 - Forced to use template in XDP

User 3

- Likes:
- Easy to edit
 - Manual save button
- Dislikes:
- Easy to wipe out data
 - Not clear when something is processing (need to clearly communicate status)
 - No partial publish
 - Not clear when something is processing
 - Need a checklist clearly communicating status

Feedback: Events

Users expected to be able to edit the event fields in-line and expressed a desire to be able to modify or delete the default ones. Users were initially unsure what 'Sets' field was. One user expressed ability to 'Copy' an event could help save time; another shared it would be nice to sort events by multiple criteria (alphabetical, date created, etc.). Users used the description field (one noted this was for other devs' reference). When deleting users would like to see what objects (e.g. achievements) impacted, especially if impacting retail.

User 1

Observations:

- In 'New Event' modal, user expected to be able to edit event fields inline
- Expressed desire to be able to copy an event created before so can duplicate previous work and make minor modifications (e.g. a different field or even just event name). Ultimate goal being to reduce the number of clicks and typing.
- Entered description (for other devs to reference)
- Confused by 'Sets' field under event fields
- When deleting, would first check if any achievements are tied to event

User 2

Observations:

- Expressed typical process is someone sitting down with a spreadsheet that has all the event fields/datatypes to enter into system.
- Entered description (for other devs to reference)
- Confused by 'Sets' field under event fields. but otherwise once explained made total sense
- When delete an event, is it impacting any achievements? Do I need to regenerate the event manifest? What is the impact in the wild? Affecting anything being tracked in retail?

User 3

Observations:

- Expected to be able to edit and remove event fields within modal
- Would expect events to show up in alphabetical order or at least to be able to sort by a couple of criteria (alphabetical, date created, etc)
- Confused by 'Sets' field under event fields
- Entered description (for other devs to reference)

Feedback: Stat rules

Overall, users thought they could manually assign the stat rule name and were unsure what “Open read access to any title” meant. Additionally, some users expressed confusion around how the operator and parameter fields worked in relationship to the event fields. One user pointed out that they wished they could see objects (e.g. achievements) related to the stat rule and whether or not the rule impacted objects published to retail, especially when deleting.

User 1

Observations:

- Expected the ability to edit the stat rule name
- Unsure what “Open read access to any title” means
- Once understood, said this is standard and should be checked by default
- When creating a sum rule it was not obvious what he was doing... Not obvious the fields are being restricted. (Specifically in this case he had two or three fields that he wanted added together)

User 2

Observations:

- Expected the ability to edit the stat rule name
- Unsure what “Open read access to any title” means
- When deleting an object, expect to see all other effected objects (e.g. Any achievements based on this stat? Are some already in retail?)
- Before deleting, would make sure not tied to any achievements or anything being tracked in retail

User 3

Observations:

- Expected the ability to edit the stat rule name
- Unsure what “Open read access to any title” means

Feedback: Overall

Of the 3 design approaches, given a few adjustments, users preferred Approach 2 for how clear is made the relationship between Events and Stat rules while still allowing the user a view of their data across the board. Generally, users then preferred Approach 3 for how it minimized the scrolling impact and compartmentalized the data. Users in general felt Approach 1 did not convey a clear relationship between Events and Stat rules, was confusing to interact with and did not parse the data well.

User 1

Ranking: • XDP, Approach 2, 3, 1

XDP: • Clear which sandbox they're working in

Approach 2: • Would prefer over XDP if sandbox clear and Events were collapsible
• It's much more obvious which are events and which are rules.
• Downside is, if I come in and want to change 20 rules, I'm spending a long time scrolling.

Approach 3: • Liked not having to scroll.

Approach 1: • Don't want to have to click each one
• Want to be able to edit in-line
• Unsure how to delete an event
• Dislike long scroll

User 2

Ranking: • Approach 2, 3, 1, XDP

Approach 2: • Like that Event-Rule relationship clear
• Liked that could delete just the event to delete the stats, or a specific stat.

Approach 3: • Liked not having to scroll.
• Disliked that have to click on event to see associated stat rules

Approach 1: • Pivoting on rules was confusing vs. leading with events
• Unsure how to delete an event, said was weird to create a new event without a stat, thought they had to delete all rules to delete event

XDP: • SLOW. (Why least favorite)

User 3

Ranking: • XDP, Approach 3, 2, 1

XDP/Approach 3: • Likes how view is compartmentalized
• Dislikes that it's not immediately clear that rules are child to events

Approach 2: • Like that Event-Rule relationship clear
• Like that can see everything, but information still parsed.
• Not sure need # of events summary
• Want collapse events/hide rules functionality

Approach 1: • Confusing Event-Rule relationships
• Difficult to parse info
• Unsure how to delete an event

Takeaways

1. Contextual clarity is key – need to clearly communicate which sandbox/instance user is making changes to.
2. System needs to clearly communicate publishing status.
3. It is important to clearly communicate the relationship between Events and Rules.
4. To make content more easily consumed and navigated, make event groups in Approach 2 collapsible.
5. Explore adding ability to 'Copy' an event to help users save time when building.
6. Clarity of strings – provide help text for event field's metadata: 'Sets'; and improve wording for "Open read access to any title" to reduce confusion; additionally, ensure the help text for operator and parameter fields makes clear the relationship to the event fields
7. More sorting options – organize by date modified, etc, in addition to alphabetically
8. Consider allowing users to name stat rule on their own.
9. Consequences of changing or deleting event/stat rules needs to be clearly communicated; users would like to see what objects (e.g. achievements) impacted, especially if tied to anything tracked in retail.
10. Look into a way of providing bulk uploading capability that is not solely dependent on scripts and Visual Studio to address variety of personas. (Simple import export?)
11. Explore inline editing UI.
12. Explore making event fields editable/removable as most users expected this functionality.
13. Users want partial publish at an individual feature module level (not just entire service config).

Next steps

1. Move forward with Approach 2.
2. Add sandbox details to page.
3. Make event groups collapsible.
4. Adding ability to 'Copy' an event or rule.
5. Add ability to remove/edit event fields.
6. Provide help text for event field's metadata: 'Sets'.
7. Improve strings, particularly "Open read access to any title" to reduce confusion
8. Ensure the help text for operator and parameter fields makes clear the relationship to the event fields.
9. Default display events by date created with option to sort alphabetically
10. Add to delete modals (both Event and Stat rule) ALL objects impacted (e.g. achievements), and highlight if tied to anything tracked in retail.
11. Allow users to name stat rule on their own.

Final Designs

User sees a table with all Events and associated stat rules nested beneath. At a high level, user has power to:

- Create a new event
- Create a new rule
- Download events manifest
- Edit Events and Rules
- Delete Events and Rules
- Copy Events and Rules
- Expand and collapse event groups

Dashboard Microsoft Search Dev Center

Game Name

App overview
Analytics
Submissions
Submission name
Properties
Pricing and availability
Age ratings
Packages
Store listings
Xbox Live
Events and stats
Achievements
Leaderboards
Multiplayer
Arena
Rich presence and game DVR
Title storage
Localized strings
Notes for certification
Add-ons
Attract
Monetize
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App management

Events & stat rules

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Changes will appear in: XTASPA.0

[New event](#) [New stat rule](#) [Download Published Events Manifest](#)

Events	Stat rules	Actions
EnemyDefeated	13	Delete Copy ^
	EnemyDefeats	Delete Copy
	EnemyDefeats.DifficultyLevelId	Delete Copy
	EnemyDefeats.EnemyRoleId	Delete Copy
	EnemyDefeats.GameplayModelId	Delete Copy
	EnemyDefeats.KillTypeId	Delete Copy
	EnemyDefeats.PlayerWeaponId	Delete Copy
	EnemyDefeats.SectionId	Delete Copy
	LastEnemyDefeatY	Delete Copy
	LastEnemyDefeatZ	Delete Copy
GameProgress	1	Delete Copy ^
	GameProgress	Delete Copy
	ItemsAcquired	6

To create a new event, user clicks on New event button

Dashboard Microsoft Search Dev Center Maria

Game Name

App overview
Analytics
Submissions
Submission name
Properties
Pricing and availability
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Changes will appear in: XTASPA.0

[New event](#) [New stat rule](#) [Download Published Events Manifest](#)

Events	Stat rules	Actions
EnemyDefeated	13	Delete Copy ^
	EnemyDefeats	Delete Copy
	EnemyDefeats.DifficultyLevelId	Delete Copy
	EnemyDefeats.EnemyRoleId	Delete Copy
	EnemyDefeats.GameplayModelId	Delete Copy
	EnemyDefeats.KillTypeId	Delete Copy
	EnemyDefeats.PlayerWeaponId	Delete Copy
	EnemyDefeats.SectionId	Delete Copy
	LastEnemyDefeatY	Delete Copy
	LastEnemyDefeatZ	Delete Copy
GameProgress	1	Delete Copy ^
	GameProgress	Delete Copy
	ItemsAcquired	6

User can custom name the event, add a description, and add event fields.

Dashboard Microsoft Search Dev Center Maria

Game Name

Events & stat rules

Player stats are calculated at run-time in the Xbox service based on events logged by the game and their corresponding stat rules defined by the developer. Every event has an event name and a set of fields. Stat rules are triggered when an event of a particular name is received by the service so the resulting player stat instance is updated appropriately based on the value of the event fields.

Changes will appear in: XTASPA.0

New event **New s**

Events

Field	Data Type	Actions
Userid	Unicode	Delete Copy
PlayerSessionId	GUID	Delete Copy
SectionId	Int32	Delete Copy
RoleId	GUID	Delete Copy
+ Add event field		

Add event **Cancel**

Search player stats

Event Name	Count	Actions
EnemyDefeated		Delete Copy
LastEnemyDefeatX		Delete Copy
LocationX		Delete Copy
LocationY		Delete Copy
LocationZ		Delete Copy
GameProgress	1	Delete Copy
GameProgress		Delete Copy
ItemsAcquired	6	Delete Copy

If user opts to add a new field, height for Event Fields remains consistent and table scrolls to new event field.

The screenshot shows the Microsoft Dev Center interface for configuring game events and stat rules. The main heading is "Events & stat rules". A descriptive paragraph states that player stats are calculated at run-time based on events logged by the game and their corresponding stat rules. Below this, it indicates that changes will appear in version "XTASPA.0".

A modal window titled "Add new event" is open, containing the following fields:

- Event name:** A text input field.
- Description:** A larger text area.
- Event Fields:** A table with columns for "Field" and "Data Type".

Field	Data Type
Userid	UNIQUE
PlayerSessionId	GUID
SectionId	Int32
RoleId	GUID

Below the modal, a table lists existing events with their counts and actions:

Event Name	Count	Actions
EnemyDefeated	1	Delete Copy
LastEnemyDefeatX	1	Delete Copy
LocationX	1	Delete Copy
LocationY	1	Delete Copy
LocationZ	1	Delete Copy
GameProgress	1	Delete Copy
GameProgress	1	Delete Copy
ItemsAcquired	6	Delete Copy

To create a new rule, user clicks on New stat rule button

Dashboard Microsoft Search Dev Center Maria

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Events & stat rules

Player stats are calculated at run-time in the Xbox service based on events logged by the game and their corresponding stat rules defined by the developer. Every event has an event name and a set of fields. Stat rules are triggered when an event of a particular name is received by the service so the resulting player stat instance is updated appropriately based on the value of the event fields.

Changes will appear in: XTASPA.0

[New event](#) [New stat rule](#) [Download Published Events Manifest](#)

Events	Stat rules	Actions
EnemyDefeated	13	Delete Copy ^
	EnemyDefeats	Delete Copy
	EnemyDefeats.DifficultyLevelId	Delete Copy
	EnemyDefeats.EnemyRoleId	Delete Copy
	EnemyDefeats.GameplayModelId	Delete Copy
	EnemyDefeats.KillTypeId	Delete Copy
	EnemyDefeats.PlayerWeaponId	Delete Copy
	EnemyDefeats.SectionId	Delete Copy
	LastEnemyDefeatY	Delete Copy
	LastEnemyDefeatZ	Delete Copy
GameProgress	1	Delete Copy ^
	GameProgress	Delete Copy
	ItemsAcquired	6

In order to build a stat rule, the user must first specify what event the rule is tied to.

Dashboard Microsoft Search Dev Center Maria

Game Name Events & stat rules

Player stats are calculated at run-time in the Xbox service based on events logged by the game and their corresponding stat rules defined by the developer. Every event has an event name and a set of fields. Stat rules are triggered when an event of a particular name is received by the service so the resulting player stat instance is updated appropriately based on the value of the event fields.

Changes will appear in: X

New event

Events

EnemyDefeated

Event Name	Stat Rule Name	Operator	Parameter	Event Fields Added to the Stat Metadata	Restrict other features like achievements and featured stats from accessing this info.	Only allow changes to this stat from a server event. Client events will be ignored.	Actions
EnemyDefeated		Sum	1		<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
					<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
					<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
					<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
					<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
					<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
					<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
					<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
					<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
					<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
GameProgress		Sum	1		<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
					<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
					<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
					<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
					<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
					<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
					<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
					<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
					<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
					<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy
ItemsAcquired		Sum	6		<input type="checkbox"/>	<input type="checkbox"/>	Delete Copy

EventName: Add stat rule

Base event

Event fields added to the stat rule name

Stat rule name

Operator

Parameter

Event fields added to the stat metadata

Restrict other features like achievements and featured stats from accessing this info.

Only allow changes to this stat from a server event. Client events will be ignored.

Add stat rule Cancel

Once selected, the Stat rule name field will auto populate and inherit the Event name as its base. User can override with a custom rule name at any time which will take precedent.

The screenshot shows the Microsoft Dev Center interface for configuring 'Events & stat rules'. A modal dialog titled 'EventName: Add stat rule' is open, showing the following configuration options:

- Base event: Event
- Event fields added to the stat rule name: Select a field
- Stat rule name: Event
- Operator: Sum
- Parameter: 1
- Event fields added to the stat metadata: Select a field
- Restrict other features like achievements and featured stats from accessing this info. (unchecked)
- Only allow changes to this stat from a server event. Client events will be ignored. (unchecked)

Buttons at the bottom of the modal are 'Add stat rule' and 'Cancel'. In the background, a table lists existing stat rules:

Event Name	Stat Rule Name	Operator	Parameter	Metadata Fields	Actions
EnemyDefeated	Event	Sum	1		Delete Copy
GameProgress	GameProgress		1	GameProgress	Delete Copy
ItemsAcquired			6		Delete Copy

A user can download an events manifest for their game.

The screenshot shows the Microsoft Dev Center dashboard for a game. The left sidebar contains navigation options like 'App overview', 'Analytics', 'Submissions', and 'Events and stats'. The main content area is titled 'Events & stat rules' and includes a description of how player stats are calculated. Below this, there are buttons for 'New event', 'New stat rule', and 'Download Published Events Manifest'. A table lists various events and their associated stat rules, with a search bar for player stats on the right.

Events & stat rules

Player stats are calculated at run-time in the Xbox service based on events logged by the game and their corresponding stat rules defined by the developer. Every event has an event name and a set of fields. Stat rules are triggered when an event of a particular name is received by the service so the resulting player stat instance is updated appropriately based on the value of the event fields.

Changes will appear in: XTASPA.0

[New event](#) [New stat rule](#) [Download Published Events Manifest](#)

Events	Stat rules	Actions
EnemyDefeated	13	Delete Copy ^
	EnemyDefeats	Delete Copy
	EnemyDefeats.DifficultyLevelId	Delete Copy
	EnemyDefeats.EnemyRoleId	Delete Copy
	EnemyDefeats.GameplayModelId	Delete Copy
	EnemyDefeats.KillTypeId	Delete Copy
	EnemyDefeats.PlayerWeaponId	Delete Copy
	EnemyDefeats.SectionId	Delete Copy
	LastEnemyDefeatY	Delete Copy
	LastEnemyDefeatZ	Delete Copy
GameProgress	1	Delete Copy ^
	GameProgress	Delete Copy
	ItemsAcquired	6

User will see a modal notifying them of what they are about to download (re: most recently published, not changed XBL configs) and allowing them to continue.

Dashboard Microsoft Search Dev Center Maria

Game Name

Events & stat rules

Player stats are calculated at run-time in the Xbox service based on events logged by the game and their corresponding stat rules defined by the developer. Every event has an event name and a set of fields. Stat rules are triggered when an event of a particular name is received by the service so the resulting player stat instance is updated appropriately based on the value of the event fields.

Changes will appear in: XTASPA.0

[New event](#) [New stat rule](#) [Download Published Events Manifest](#)

Events	Stat rules	Actions
EnemyDefeated		Delete Copy
		Delete Copy
		Delete Copy
		Delete Copy
		Delete Copy
		Delete Copy
		Delete Copy
	EnemyDefeats.SectionId	Delete Copy
	LastEnemyDefeatY	Delete Copy
	LastEnemyDefeatZ	Delete Copy
	LastEnemyDefeatX	Delete Copy
	LocationX	Delete Copy
	LocationY	Delete Copy
	LocationZ	Delete Copy
GameProgress	1	Delete Copy
	GameProgress	Delete Copy
ItemsAcquired	6	Delete Copy

Confirm

You are about to download the events manifest for the most recently published version of your game.

If you are looking for an events manifest that includes any updates you've made to your Xbox Live configurations, you will need to make sure your changes are published first.

[Download Event Manifest](#) [Cancel](#)

User may edit an existing event by clicking into it via the event name.

Dashboard Microsoft Search Dev Center Maria

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Events & stat rules

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Changes will appear in: XTASPA.0

[New event](#) [New stat rule](#) [Download Published Events Manifest](#)

Events	Stat rules	Actions
EnemyDefeats	13	Delete Copy ^
	EnemyDefeats	Delete Copy
	EnemyDefeats.DifficultyLevelId	Delete Copy
	EnemyDefeats.EnemyRoleId	Delete Copy
	EnemyDefeats.GameplayModelId	Delete Copy
	EnemyDefeats.KillTypeId	Delete Copy
	EnemyDefeats.PlayerWeaponId	Delete Copy
	EnemyDefeats.SectionId	Delete Copy
	LastEnemyDefeatY	Delete Copy
	LastEnemyDefeatZ	Delete Copy
	LastEnemyDefeatX	Delete Copy
	LocationX	Delete Copy
	LocationY	Delete Copy
	LocationZ	Delete Copy
GameProgress	1	Delete Copy ^
	GameProgress	Delete Copy
ItemsAcquired	6	Delete Copy ^

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Changes will appear in: XTASPA.0

New event

New s

Events

EnemyDefeated

Edit event

Event name

Description

Event Fields

Field	Data Type
UserId	Unicode
PlayerSessionId	GUID
SectionId	Int32
RoleId	GUID

+ Add event field

Save

Cancel

Search player stats

Actions

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

LastEnemyDefeatX

LocationX

LocationY

LocationZ

GameProgress

GameProgress

ItemsAcquired

User may edit an existing rule by clicking into it via the rule name.

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Changes will appear in: XTASPA.0

[New event](#) [New stat rule](#) [Download Published Events Manifest](#)

Events	Stat rules	Actions
EnemyDefeated	13	Delete Copy ^
	EnemyDefeated	Delete Copy
	EnemyDefeated.EnemyLevelId	Delete Copy
	EnemyDefeated.EnemyRoleId	Delete Copy
	EnemyDefeated.GameplayModelId	Delete Copy
	EnemyDefeated.KillTypeId	Delete Copy
	EnemyDefeated.PlayerWeaponId	Delete Copy
	EnemyDefeated.SectionId	Delete Copy
	LastEnemyDefeatY	Delete Copy
	LastEnemyDefeatZ	Delete Copy
	LastEnemyDefeatX	Delete Copy
	LocationX	Delete Copy
	LocationY	Delete Copy
	LocationZ	Delete Copy
GameProgress	1	Delete Copy ^
	GameProgress	Delete Copy
ItemsAcquired	6	Delete Copy ^

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Player stats are calculated at run-time in the Xbox service based on events logged by the game and their corresponding stat rules. Stat rules are triggered when an instance is updated and an event is logged.

Changes will appear in: X

New event

Events

EnemyDefeated

EventName: Edit stat rule

Base event

Event

Event fields added to the stat rule name

Field

Delete

Select a field

Stat rule name

Event.Field

Operator

Sum

Parameter

1

Event fields added to the stat metadata

Field

Delete

Select a field

 Restrict other features like achievements and featured stats from accessing this info.

 Only allow changes to this stat from a server event. Client events will be ignored.

Save

Cancel

Search player stats

Actions

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

Delete Copy

LocationZ

GameProgress

1

GameProgress

ItemsAcquired

6

User may delete an existing event by clicking the 'Delete' action within the event row.

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Changes will appear in: XTASPA.0

[New event](#) [New stat rule](#) [Download Published Events Manifest](#)

Events	Stat rules	Actions
EnemyDefeated	13	Delete Copy
	EnemyDefeats	Delete Copy
	EnemyDefeats.DifficultyLevelId	Delete Copy
	EnemyDefeats.EnemyRoleId	Delete Copy
	EnemyDefeats.GameplayModelId	Delete Copy
	EnemyDefeats.KillTypeId	Delete Copy
	EnemyDefeats.PlayerWeaponId	Delete Copy
	EnemyDefeats.SectionId	Delete Copy
	LastEnemyDefeatY	Delete Copy
	LastEnemyDefeatZ	Delete Copy
GameProgress	1	Delete Copy
	GameProgress	Delete Copy
	ItemsAcquired	6

Before deleting, user is informed that deleting an event will result in deleting the associated rules and will impact any XBL features associated with these rules, calling out in particular those published to retail.

The screenshot shows the Microsoft Dev Center dashboard for a game. The main section is titled 'Events & stat rules' and contains a description: 'Player stats are calculated at run-time in the Xbox service based on events logged by the game and their corresponding stat rules defined by the developer. Every event has an event name and a set of fields. Stat rules are triggered when an event of a particular name is received by the service so the resulting player stat instance is updated appropriately based on the value of the event fields.'

A modal dialog box titled 'Delete event' is open, displaying the following text: 'Deletion of this item cannot be undone. Are you sure you want to permanently delete this item?' and 'Deleting this item will also delete the following items:'. Below this, there are two tables of items that will be affected:

Stat rules	Status
EnemyDefeats	Published to retail
EnemyDefeats.DifficultyLevelId	
EnemyDefeats.EnemyRoleId	Published to retail
EnemyDefeats.GameplayModelId	
EnemyDefeats.KillTypeId	

Achievements	Status
AchievementA	Published to retail
AchievementB	
AchievementC	Published to retail
AchievementD	
AchievementE	

The dialog box also has 'Delete event' and 'Cancel' buttons at the bottom.

In the background, a table of events is visible with columns for 'Event name', 'Count', and 'Actions'. The 'EnemyDefeated' event is highlighted. The 'GameProgress' event has a count of 1, and 'ItemsAcquired' has a count of 6.

User may delete an existing rule by clicking the 'Delete' action within the rule row.

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Changes will appear in: XTASPA.0

[New event](#) [New stat rule](#) [Download Published Events Manifest](#)

Events	Stat rules	Actions
EnemyDefeated	13	Delete Copy ^
	EnemyDefeats	Delete Copy
	EnemyDefeats.DifficultyLevelId	Delete Copy
	EnemyDefeats.EnemyRoleId	Delete Copy
	EnemyDefeats.GameplayModelId	Delete Copy
	EnemyDefeats.KillTypeId	Delete Copy
	EnemyDefeats.PlayerWeaponId	Delete Copy
	EnemyDefeats.SectionId	Delete Copy
	LastEnemyDefeatY	Delete Copy
	LastEnemyDefeatZ	Delete Copy
GameProgress	1	Delete Copy ^
	GameProgress	Delete Copy
	ItemsAcquired	6

User may copy an existing event by clicking the 'Copy' action within the event row.

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Changes will appear in: XTASPA.0

[New event](#) [New stat rule](#) [Download Published Events Manifest](#)

Events	Stat rules	Actions
EnemyDefeated	13	Delete Copy
	EnemyDefeats	Delete Copy
	EnemyDefeats.DifficultyLevelId	Delete Copy
	EnemyDefeats.EnemyRoleId	Delete Copy
	EnemyDefeats.GameplayModelId	Delete Copy
	EnemyDefeats.KillTypeId	Delete Copy
	EnemyDefeats.PlayerWeaponId	Delete Copy
	EnemyDefeats.SectionId	Delete Copy
	LastEnemyDefeatY	Delete Copy
	LastEnemyDefeatZ	Delete Copy
GameProgress	1	Delete Copy
	GameProgress	Delete Copy
	ItemsAcquired	6

User has the option to customize the Event details as well as copy over associated rules as well.

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Game Name

Events & stat rules

Player stats are calculated at run-time in the Xbox service based on events logged by the game and their corresponding stat rules defined by the developer. Every event has an event name and a set of fields. Stat rules are triggered when an event of a particular name is received by the service so the resulting player stat instance is updated appropriately based on the value of the event fields.

Changes will appear in: XTASP

Copy event

Event name

Description

Event Fields

Field	Data Type	Actions
UserId	Unicode	Delete Copy
PlayerSessionId	GUID	Delete Copy
SectionId	Int32	Delete Copy
RoleId	GUID	Delete Copy
+ Add event field		
<input type="checkbox"/> Copy rules to new event		

Add event **Cancel**

Search player stats

Events	Actions
EnemyDefeated	Delete Copy
GameProgress	Delete Copy
ItemsAcquired	Delete Copy

User may copy an existing rule by clicking the 'Copy' action within the rule row.

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Events & stat rules

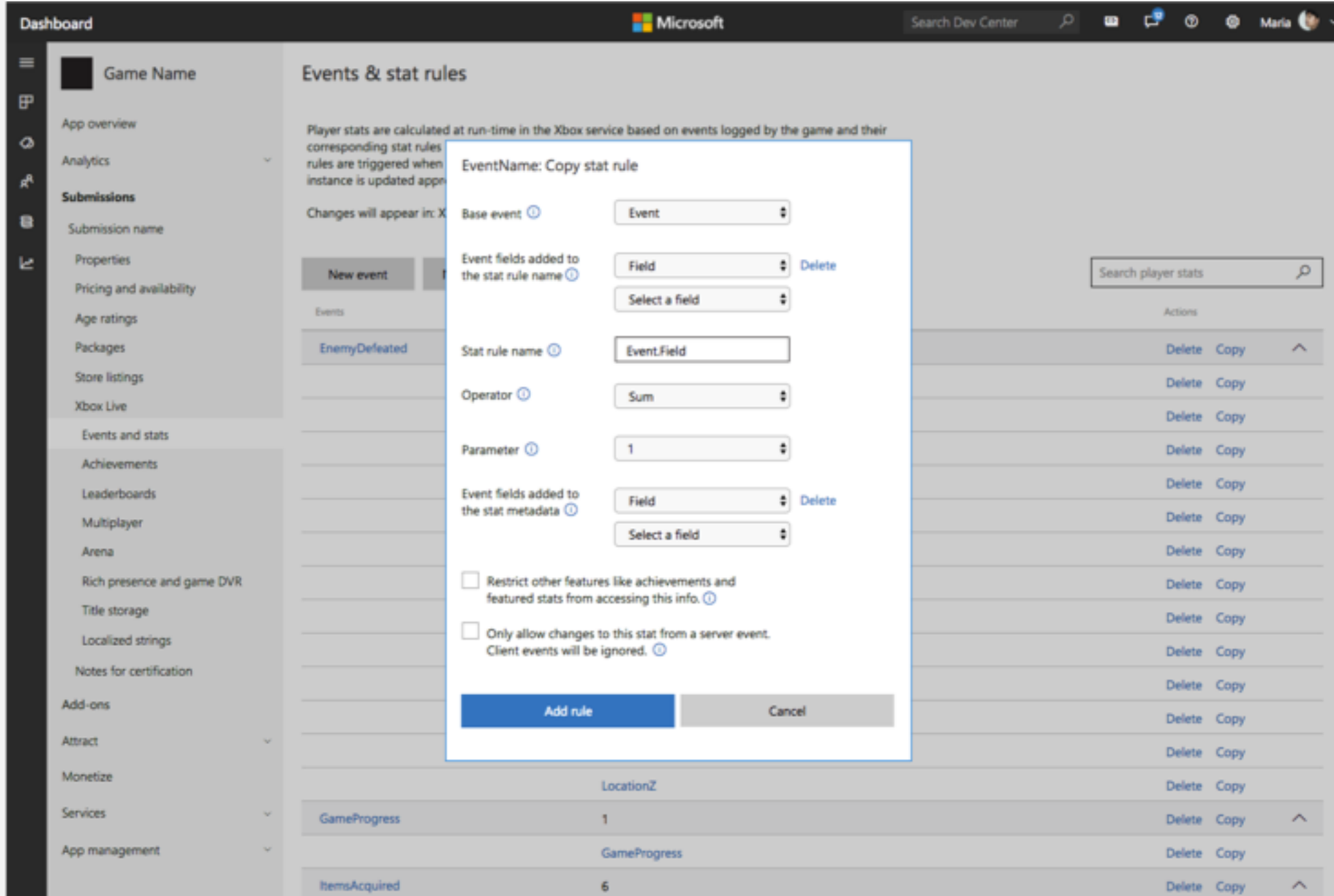
Player stats are calculated at run-time in the Xbox service based on events logged by the game and their corresponding stat rules defined by the developer. Every event has an event name and a set of fields. Stat rules are triggered when an event of a particular name is received by the service so the resulting player stat instance is updated appropriately based on the value of the event fields.

Changes will appear in: XTASPA.0

[New event](#) [New stat rule](#) [Download Published Events Manifest](#)

Events	Stat rules	Actions
EnemyDefeated	13	Delete Copy
	EnemyDefeats	Delete Copy
	EnemyDefeats.DifficultyLevelId	Delete Copy
	EnemyDefeats.EnemyRoleId	Delete Copy
	EnemyDefeats.GameplayModelId	Delete Copy
	EnemyDefeats.KillTypeId	Delete Copy
	EnemyDefeats.PlayerWeaponId	Delete Copy
	EnemyDefeats.SectionId	Delete Copy
	LastEnemyDefeatY	Delete Copy
	LastEnemyDefeatZ	Delete Copy
	LastEnemyDefeatX	Delete Copy
	LocationX	Delete Copy
	LocationY	Delete Copy
LocationZ	Delete Copy	
GameProgress	1	Delete Copy
	GameProgress	Delete Copy
ItemsAcquired	6	Delete Copy

User has the option to customize the rule details as well as change the base event. Changing the base event however will clear the associated event fields since each event has its own unique set of event fields.



User may expand and collapse an event's rules by clicking on the chevron within the event row.

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Changes will appear in: XTASPA.0

[New event](#) [New stat rule](#) [Download Published Events Manifest](#)

Events	Stat rules	Actions
EnemyDefeated	13	Delete Copy
	EnemyDefeats	Delete Copy
	EnemyDefeats.DifficultyLevelId	Delete Copy
	EnemyDefeats.EnemyRoleId	Delete Copy
	EnemyDefeats.GameplayModelId	Delete Copy
	EnemyDefeats.KillTypeId	Delete Copy
	EnemyDefeats.PlayerWeaponId	Delete Copy
	EnemyDefeats.SectionId	Delete Copy
	LastEnemyDefeatY	Delete Copy
	LastEnemyDefeatZ	Delete Copy
GameProgress	1	Delete Copy ^
	GameProgress	Delete Copy
	ItemsAcquired	6

Recommend user's expand/collapse choices should be retained from most recent actions so can customize view to have most frequently viewed rules expanded and help reduce the time the user spends scrolling through less frequently engage stat rules.

*When user uses the search functionality, show all applicable rules expanded. When user clears search, revert to user selected expand/collapse states.

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Changes will appear in: XTASPA.0

[New event](#) [New stat rule](#) [Download Published Events Manifest](#)

Events	Stat rules	Actions
EnemyDefeated	13	Delete Copy
GameProgress	1	Delete Copy
	GameProgress	Delete Copy
ItemsAcquired	6	Delete Copy
	ItemsAcquired	Delete Copy
	ItemsAcquired.ItemId	Delete Copy
	ItemsAcquired.SectionId	Delete Copy
	LocationX	Delete Copy
	LocationY	Delete Copy
	LocationZ	Delete Copy
ItemsUsed	6	Delete Copy
	ItemsUsed	Delete Copy
	ItemsUsed.ItemId	Delete Copy
	ItemsUsed.SectionId	Delete Copy
	LocationX	Delete Copy
	LocationY	Delete Copy
	LocationZ	Delete Copy